

March 21, 1980

LB 649, 873

SENATOR CLARK: The motion is to advance the bill to E & R. All those in favor say aye, all those opposed nay. The bill is advanced. 873. Are there E & R amendments? Senator Stoney, do you want to take these amendments as they come up, please, on E & R?

CLERK: Senator Stoney, there are E & R amendments to LB 873.

SENATOR STONEY: Mr. Chairman, I move the adoption of the E & R amendments to LB 873.

SENATOR CLARK: You heard the motion. All those in favor say aye, all those opposed nay. The amendments are adopted.

CLERK: Mr. President, Senator Hoagland now moves to amend the bill, excuse me, and the amendments are on page 1858.

SENATOR CLARK: Senator Hoagland.

CLERK: It is 1058, I am sorry, Senator. It has been one of those days.

SENATOR HOAGLAND: Colleagues and Mr. President, this is a bill that we discussed at length on General File and it is a bill which permits a new classification of roads in the State Highway System. It permits a recreation classification of roads to permit roads to be built pursuant to lesser standards and lesser qualifications in selected areas of the state. Now these particular amendments are amendments that were agreed upon by Senator Keyes and myself, the introducers, and other interested legislators who have become involved in the process of writing this particular legislation. What these amendments do, basically, is they whittle away several of the sections and leave the bill so that it creates this new classification of recreation roads. It makes it pretty cleanly a bill which does that with one exception, nothing more. So I would ask for the adoption of these amendments.

SENATOR CLARK: Senator Murphy.

SENATOR MURPHY: A question of Senator Hoagland. What is the position of the Department of Roads on this classification, on this change?

SENATOR HOAGLAND: Senator Murphy, the Department of Roads declined to attend the public hearing on this particular matter, and to my knowledge, there is not an official position with respect to this bill. I cannot tell you what